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Subject: **\*\*DELETE ME\*\*** Rail Gun/Personal Ion Cannon Glitch  
Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 01:23:08 GMT

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I just noticed this, and I'm not sure if it's been mentioned before. . .but Rail Guns/Personal Ion Cannons don't do double damage on buildings when firing directly at a Master Control Terminal. Is this done on purpose, or is this a glitch? If the latter, would it be possible to fix it in a Core Patch upgrade?

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Subject: Re: Rail Gun/Personal Ion Cannon Glitch  
Posted by [Renx](#) on Sun, 02 Oct 2005 04:50:07 GMT

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It's on purpose. The PIC does slightly more when shooting the MCT too, but they both do the same when shooting anywhere else on the building.

Not everything is set to do double damage on the MCT. Anything with splash damage does less.

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Subject: Re: Rail Gun/Personal Ion Cannon Glitch  
Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 06:39:25 GMT

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Right then. Go ahead and remove this topic, Moderators.

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Subject: Re: **\*\*DELETE ME\*\*** Rail Gun/Personal Ion Cannon Glitch  
Posted by [Nightma12](#) on Sun, 02 Oct 2005 08:00:21 GMT

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y delete?

u asked a question, u got it answered, lol

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Subject: Re: **\*\*DELETE ME\*\*** Rail Gun/Personal Ion Cannon Glitch  
Posted by [Dr. Lithius](#) on Sun, 02 Oct 2005 08:23:04 GMT

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You just answered your own question, my inquisitive, young friend.

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Subject: Re: **\*\*DELETE ME\*\*** Rail Gun/Personal Ion Cannon Glitch  
Posted by [Nightma12](#) on Sun, 02 Oct 2005 10:12:52 GMT

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yes, so why delete?

leave it in the forum so that other users can read it via Search if they have the prob?

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